1. Record Nr. UNINA9910299700403321

Titolo	GPU Computing and Applications / / edited by Yiyu Cai, Simon See
Pubbl/distr/stampa	Singapore : , : Springer Singapore : , : Imprint : Springer, , 2015
ISBN	981-287-134-9
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (289 p.)
Disciplina	004 518 620 621.382
Soggetti	Signal processing Image processing Speech processing systems Numerical analysis Computer science - Mathematics Signal, Image and Speech Processing Numeric Computing Computational Science and Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	From the Contents: GPU-enabled Parallel Genetic Algorithm for Path Planning of Robotic Operators -- Realtime Deformation of Constrained Meshes Using GPU -- GPU-based Real-time Volume Interaction for Scientific Visualization Education -- Real-time Separable Subsurface Scattering for Animated Virtual Characters -- Adaptive NURBS Tessellation on GPU.
Sommario/riassunto	This book presents a collection of state of the art research on GPU Computing and Application. The major part of this book is selected from the work presented at the 2013 Symposium on GPU Computing and Applications held in Nanyang Technological University, Singapore (Oct 9, 2013). Three major domains of GPU application are covered in the book including (1) Engineering design and simulation; (2) Biomedical Sciences; and (3) Interactive & Digital Media. The book also

addresses the fundamental issues in GPU computing with a focus on big data processing. Researchers and developers in GPU Computing and Applications will benefit from this book. Training professionals and educators can also benefit from this book to learn the possible application of GPU technology in various areas.